



# SCOTT PRAMUK

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## Education

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### California Polytechnic State University, San Luis Obispo

*Master of Science in Computer Science*

*Bachelor of Science in Computer Science, Minor in Mathematics*

*Overall GPA: 3.98*

**Expected Graduation: June 2026**

**Sep. 2021 – June 2025**

### Relevant Coursework:

Natural Language Processing, Intro to Data Science, Database Systems, Knowledge and Discovery from Data, Intro to Software Engineering, Data Structures and Algorithms, Object-Oriented Programming, Systems Programming, Design and Analysis of Algorithms

## Programming Projects

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### Machine Learning Stock Direction Predictor

**August 2024 - September 2024**

*Languages and Tools Used: Python, Pandas, VScode, scikit-learn*

- Used Random Forest Classification to predict stock price direction after 5, 10, 15, 20 days
- Integrated with Alpha Vantage API for stock price and trading data used to train model
- Stored predictions and assessed accuracy visually via graphs created with matplotlib library

### Convolutional Neural Network in Java

**May 2024 - June 2024**

*Languages and Tools Used: Java, IntelliJ*

- Created a CNN for classifying handwritten digits from the MNIST dataset
- Incorporated one convolutional layer, one max pooling layer, and one fully connected layer
- Achieved an average F1 score 87% across all digits

### HTTPD, Web Server

**May 2023 - June 2023**

*Languages and Tools Used: C, Vim, Git*

- Built a simple web server that supports a subset of HTTP from the ground up
- Incorporated cgi-like support that allows program to execute on server and provide output back to user
- Utilized C-based system calls (e.g., fork, exec) and proper resource management of child processes and pointers

### Pathfinding Visualizer

**March 2023 - April 2023**

*Languages and Tools Used: JavaScript, HTML, CSS, Git, VS Code*

- Created a web page using HTML and CSS to visualize, compare DFS, BFS, A\*, and Dijkstra's
- Implemented multiple path-finding algorithms and corresponding animations in JavaScript and CSS
- Used JavaScript to facilitate dynamic user interaction– i.e. adding weighted nodes and walls

## Work Experience

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### Workday

**June 2024 – September 2024**

*Software Application Development Engineer Intern*

*Pleasanton, California*

- Completed functional changes on a production-level user privacy project using Object-Oriented proprietary language
- Participated in code reviews and implemented automation via proprietary testing framework to ensure code quality
- Collaborated effectively within a cross-functional team using Agile methodology for development

### California Center Construction Education, California Polytechnic SLO

**January 2023 – Current**

*Website Manager*

*San Luis Obispo, California*

- Update and rework multiple websites via content management systems such as WordPress and Drupal
- Collect and display data to google sheets from Eventbrite via JavaScript and Eventbrite API calls on Google App Scripts

### California Polytechnic SLO

**January 2023 – June 2023**

*Assistant Grader/ Student Tutor*

*San Luis Obispo, California*

- Helped create coding projects and grade assignments for Data Structures and Algorithms, and Introduction to Computer Science courses
- Helped class of 30+ students solidify their understanding of material in lab sections

## Skills

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**Programming Languages:** Python, JavaScript, Java, C, HTML, CSS, SQL, RISC-V Assembly

**Software Tools:** Pandas, Scikit-Learn, Jupyter Notebook, NLTK, spaCy, VS Code, Git, Vim